



synchronize calls for asynchronous server client counter compare wait

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### 1. SOAP: Using ATL Server to Build an Asynchronous SOAP Client in ...

In fact the **call** to the **server** is only made once, but the **client** needs to make the **call** ... Once the processing is complete (the completion **counter** reaches ... experiment to **compare** the performance of an **asynchronous** set of clients with ...

The first application, **Sync**, uses a single **client** and it was generated by ...  
msdn.microsoft.com/en-us/magazine/cc301865.aspx - [Cached](#) - [Similar](#)

### 2. How the Asynchronous Model Works

The **client** makes **calls** to **server** classes, passing in a method reference with an employee ID. .... 'after each write make things **wait** ' for some time System. ... The **Counter** method provides an insight on the importance of **synchronization** ...  
www.devx.com/dotnet/Article/22358/1763?supportItem=7 - [Cached](#) - [Similar](#)

### 3. [PDF] X Synchronization Extension Library Version 3.0 X Consortium ...

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**server** to which **client** requests can be **synchronized**. This allows simple ... **calls** that it makes are undefined. XSyncSystemCounter \* ... processed **asynchronously** by the **server**; this function always returns immediately after issuing the request. ... trigger. **wait** value; /\* value to **compare counter** to \*/. XSyncTestType ...  
www.xfree86.org/current/syncclib.pdf - [Similar](#)

### 4. Asynchronous Socket Programming in C#: Part I — CodeGuru.com

Mar 1, 2005 ... This is a simple **Client-Server** application developed to explain ... you have (m\_workerSocket) and also increment the **client counter**. ... Once a connection is established, you **call** the BeginReceive() **asynchronous** function to **wait** for ... as thread **synchronization**, please see **Part II** of this article. ...  
www.codeguru.com › .NET / C# - [Cached](#)

### 5. [PDF] Remote Method Invocation (RMI)

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Note that since the **server** calls back the **client** via RMI, the **client** also needs to ....

```
System.out.println("client") (before) counter = " + remObj.read(); remObj.update(); ...
synchronization. ▶ See example ch4/mi/ex6-Asynchronous-Server... try {wait()}
catch (InterruptedException ie) {interrupted=true;} ...
cs.boisestate.edu/~amit/teaching/455/sides/java/mi.pdf
```

## 6. The parallel client-server paradigm\*1 - Elsevier

Author Keywords: **Client**; **Server**; Shared memory; **Asynchronous**; **PRAM** .... to have a duplicate **counter**) [23] are not suitable for this task. ... in  $\delta$  of some call insert('k', t) after executing the compare-and-swap operation of .... M.P. Herlihy , Impossibility and universality results for wait-free synchronization. .... linkinghub.elsevier.com/retrieve/pii/S0167819101001478 - Similar  
by Y Ben-Asher - 2002 - Cited by 1 - Related articles

## 7. [PDF] X Synchronization Extension Library Version 3.0 X Consortium ...

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keep the client and server synchronized. The synchronization extension ... If a client violates this rule, the effects of all XSync calls that it makes are undefined. ... processed asynchronously by the server; this function always returns ... trigger. wait value; /\*value to compare counter to\*/. XSync Test Type ...  
[www.x.org/docs/Xext/syncop.pdf](http://www.x.org/docs/Xext/syncop.pdf)

## 8. Apache Camel: Async

The client sends a **sync** Request Reply message over HTTP to Camel. ... Request  
Only the Async counter part will not wait for the processing of the message to  
complete. ... Example: **Asynchronous** Request Reply. Suppose we want to call a  
HTTP ... One for the HTTP service where we simulate a slow **server** as it takes at ..  
camel.apache.org | Documentation | Architecture - Cached - Similar

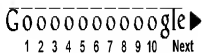
## 9. Multithreading Programs: Guidelines for DCE Applications

DCE uses a directory service and name **server** to provide **client-server** location transparency. ... Some threads continue processing while other threads **wait** for services. .... **counter** & Number of running threads '15 pthread\_mutex\_t **sync**; .... Simulating **asynchronous** RPC calls. The main form of communication among ... doi.ieeecomputersociety.org/10.1109/52.476289 - Similar

by B BALAKRISHNAN - All 4 versions

## 10. AJAX and Session “Race Conditions”

Feb 27, 2006 ... If you cannot deal with this and need multiple **asynchronous** requests .... For some reason you decide to use a **server** side session variable ... Like



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